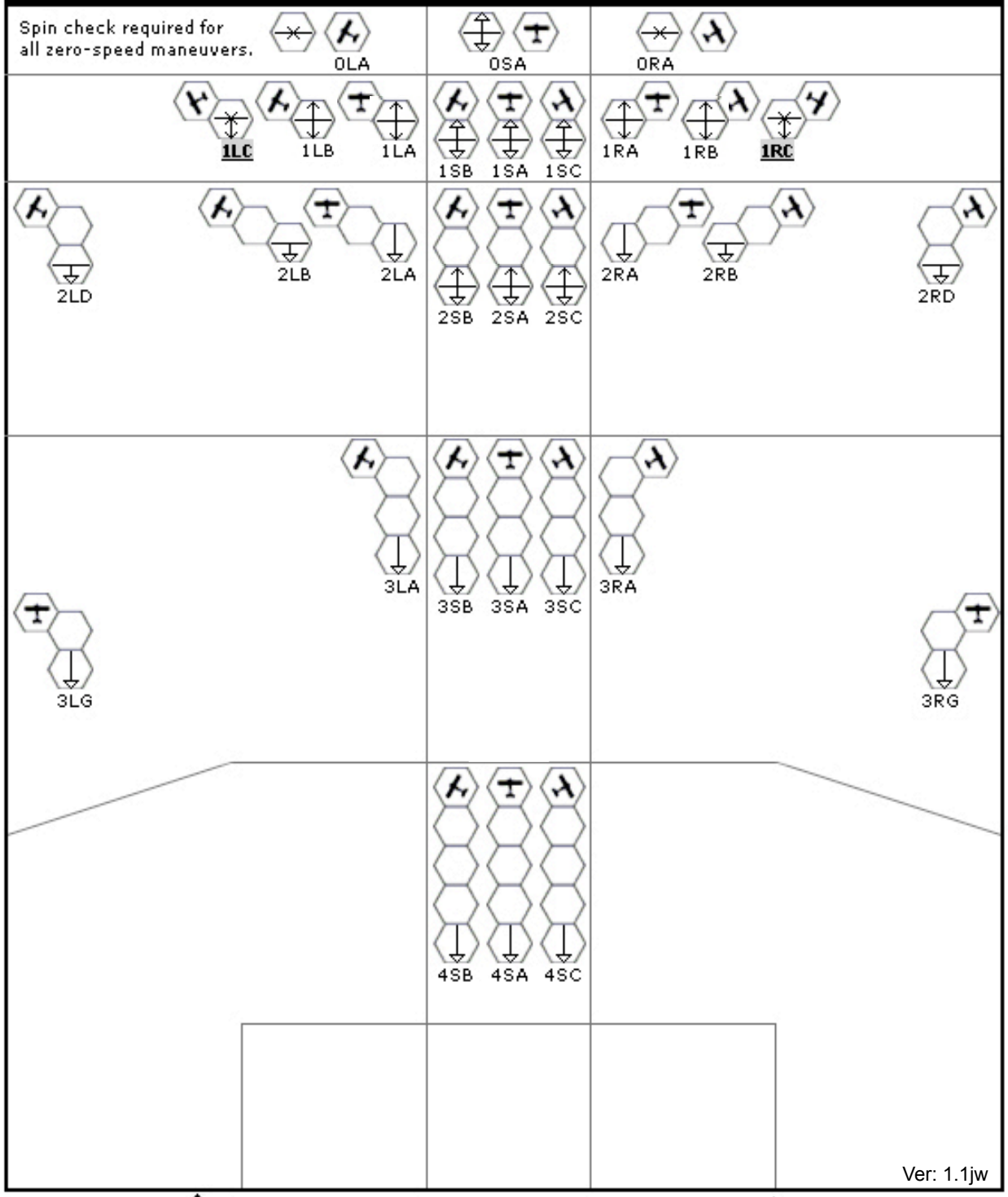
MANEUVER SCHEDULE

Spin check required for all zero-speed maneuvers.



Ver: 1.1jw

Turn	Man.	Alt
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
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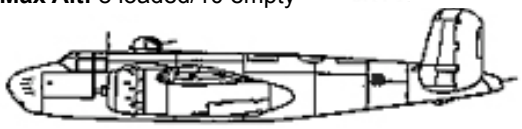
35		

B-25J

Max Alt: 8 loaded/10 empty



PERFORMANCE

Acceleration	1
Deceleration	2
Climb	1
Dive	2

FIREPOWER

Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
8 x .50 MG	1	↕	16	12	8	4
Ammo: □□□□□ □□□□□ □□□□□						
2 x .50 MG	2-7	↑	4	3	2	1
Ammo: □□□□□ □□□□□ □□□□□						
2 x .50 MG	4-6	↕	4	3	2	1
Ammo: □□□□□ □□□□□ □□□□□						
1 x .50 MG	3-4	↕	2	2	1	1
Ammo: □□□□□ □□□□□ □□□□□						
1 x .50 MG	6-7	↕	2	2	1	1
Ammo: □□□□□ □□□□□ □□□□□						

DAMAGE

Engine 1	□□□□□ □○○○○ ○○
Engine 2	□□□□□ □○○○○ ○○
Wings:	□□□□□ □□□□□ □□□□□ □□□ □□□□□ □□□○○ ○○○○○ ○○
Fusel.:	□□□□□ □□□□□ □□□□□ □□□ □□□□□ □□□○○ ○○○○○ ○○

Pilot	M S D
Copilot	M S D
Engineer/Top Turret Gunner	M S D
Navigator	M S D
Radio/Waist Gunner	M S D
Tail Gunner	M S D

NOTES

May carry 12 small, 6 medium or 3 large bombs

↑↑ May climb max ↑↑ May climb 1-2 ↑ May climb 1 — Level flight allowed ↓ May dive 1 ↓↓ May dive max ↓ MUST dive 2+ ✳ Level this turn but MUST dive next turn